Subject: Re: Array has a corrupted descriptor when destroying a Dicom Object
Posted by David Fanning on Sat, 04 May 2002 14:37:05 GMT
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Gary Muswick (muswick@uhrad.com) writes:

> I can work around the error using catch, but I can't work around the
> memory leakage. I went as far as getting a reference to the pointer
> (using
> PTR_NEW(###, /CAST) that contains the pixel data, and using PTR_FREE
> to get rid of it. The PTR_FREE resulted in the same error.

Have you tried HEAP_GC? It might have the same problem,
but it is worth a try.

Any response from RSI on this?

Cheers,

David
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